



**CITY OF EDGEWATER
ADULT SOFTBALL LEAGUE
RULES AND REGULATIONS**

The City of Edgewater has the right to change and or update these rules at any time throughout the program.

WEATHER LINE: 720-660-0266

I. Coaches and Managers

- a. All coaches/managers are responsible to see that all players understand the rules and regulations.
- b. All teams are to warm up off the field of play. Pitcher and catcher included.
- c. Managers are responsible for keeping their bench clear of persons, except for players, one scorekeeper and one bat person.
- d. Managers (or team representative) must turn in their line-ups ten minutes before their game is scheduled to start.
- e. The team listed on the schedule as the home team will be the home team, and will use the third base dugout.
- f. Absolutely no fake tags will be allowed.
- g. Game schedules and standings will be kept on:
<https://secure.rec1.com/CO/city-of-edgewater/leagues>
(must be registered participant on www.playedgewater.com)

II. Equipment

- a. **Jersey:** It is mandatory that players wear matching T-shirts or jerseys in the similar color with numbers on the back of each shirt by the 3rd league play game. Minimum of 6 inch numbers on the back of shirts are required. No identical numbers. NO taped on numbers!!
- b. **Footwear:**
 1. Metal cleats are not allowed in any league.
 2. Tennis shoes of any type are legal.
 3. Sandals, hiking boots, western cowboy boots, work boots, or similar footwear is not allowed.
 4. Shoes must be worn at all times (no bare feet).
- b. **Bats:** USSSA approved bats will be the only bats allowed to be used in the City of Edgewater Adult Softball leagues. For a list please see <http://www.ussa.com/ussa/ussa-general/LegalBats.asp>.
 - a. If a batter is found and hits with an illegal or altered bat, the ball is dead, the batter is out, and he is ejected from the game/tournament.
- c. **Jewelry:** No earrings, bracelets, necklaces, pins, or any other exposed items that are judged to be hazardous or potentially dangerous by the umpire can be worn during the game. Any batter that has any visible jewelry will be called out. Tape-it, tuck-it or take-it off.

- d. **Ball returns:** Foul balls and home runs, team are in charge of returning all balls to the umpire or parks and recreation staff on duty. New balls will not be handed out until old ones are retrieved.

III. Communicable Disease Rule (Blood Rule)

- a. Whenever a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped immediately.
- b. The player will be removed from the game until the bleeding is stopped and the wound is adequately covered.
- c. If a legal substitute is available, they will replace the injured player and play will continue.
- d. If no substitute is available, the game clock will be stopped for a reasonable length of time (3 to 5 minutes) to enable the injured player time to dress his/her wound.
- e. The player may re-enter the game only with the umpire's approval. This means bleeding must be stopped and/or the wound covered. Any article of clothing that is saturated with blood must be removed and replaced. Replacement jerseys are not required to have numbers, however it should still be of like color. Each team is responsible for supplying their own replacement clothing and first aid supplies.

IV. Liabilities and Injuries

- a. The City of Edgewater and its representatives are neither liable for injuries to players nor responsible for articles lost or stolen while players are participating in the program.
- b. The City of Edgewater does not provide insurance for injuries while playing in the league.
- c. Umpires and/or Parks and Recreation staff have the authority to remove injured players from the game which may risk further injuries to that particular player.
- d. The roster acts as the liability form. We must get final roster with signatures from EVERYONE on the roster by second game or a forfeit will be called for the following games until the roster has been fully completed.

V. Game Rules and Regulations

- a. **The slow-pitch rules adopted by the United States Specialty Sports Association (USSSA) will govern play, with the following exceptions:**
- b. **Official Game:** All league games are 7 innings or 55 minutes, whichever comes first. If a game is tied after 7 innings of play or if the time limit has expired, the "International Tie-Breaker Rule" (see below) will be used until a winner is decided. If a game begins late because of the preceding game(s), the game will still receive the full time limit.
- c. **All leagues will play with a 1 and 1 pitch count.** There will be a courtesy foul ball on the 3rd strike. .
- d. **Time Limit:** No new inning shall begin after fifty five (55) minutes of play. If an inning is in progress when the time limit is reached, the entire inning and game shall be finished according to the official rules.
- e. **International Tie-Breaker Rule:** After the completion of seven innings or the time has expired and the score is tied, the "International Tie-Breaker Rule" will be in effect. The



last legal batter in the preceding inning shall be placed on second base to begin the next inning and each preceding inning until the tie is broken.

- f. **For league standing tie breakers:** For teams with the same league record the winning team will be determined in the following order: 1) By head to head (H2H) record with the tied team. 2) By overall run differential (per game average) throughout all regular season games.
- g. **Run Rule:** A slow pitch team ahead by twenty (20) after 3 innings (or 2 1/2, innings, if home team is ahead), fifteen (15) runs at the end of four complete innings (or 3 1/2 innings, if home team is ahead), or ten (10) runs after five innings (or 4 1/2 innings, if home team is ahead) shall be the winner. **Run rules will still be used during tournament play.**
- h. **Rosters:** Final team roster's are due by the second game. **Must have players name, signature, and email or phone number on the final roster. Rosters become frozen for the remainder of the season after the second game.**
- i. **Roster Protest:** A team making a roster protest must notify the game official and Field Supervisor that they have a roster protest before the player in question bats for the 1st time. (The protest must be made before the 1st pitch to the player in question.) The player in question must produce an ID within 5 minutes and must be on the official roster and that player's signature must be on that roster to be considered a legal player. If the player in question is not on the roster or the player is on the roster but has not signed the roster, the player will be considered illegal and an out will be called and that player will not be allowed to play in the game or the rest of the season.
- j. **Game Time:** The schedule will determine home team. Game time begins with the manager meeting. At game time, if a team has not turned in a complete and correct line-up, the opposing team will be declared "Home Team" and will take the field to begin the game.
- k. **Forfeits:**
 - i. If at the starting time as per schedule, one team does not have eight (8) players, the game will be a forfeit for the team that is short. Game time is forfeit time. The plate umpire's decision will be final on forfeiture of any game and the score will be 7-0 in favor of the team not at fault.
 - ii. Teams will also be forfeited for fighting. In this scenario both teams will receive a loss on their record and both teams will be asked to leave the fields.
 - iii. If a forfeit occurs due to any other issue, the team(s) scheduled for that field may practice until fifteen minutes before the scheduled start of the next game on that field. Under no circumstances will umpires be used for forfeited games. **Teams will only be allowed to forfeit ONE game during the season without penalty. If a SECOND game is forfeited, the team will not be eligible for the playoffs.**
- l. A three home run limit per team will be in place for Edgewater Softball Leagues. Each home run after three will be considered an out.
- m. **After a home run is hit, the batter has to touch first base before going to the dugout. All other base runners do not have to run the bases. This will eliminate any questions but also give more playing time by not waiting for runners.**
- n. **Ball and Strike Count:** All leagues will start with a count of 1 and 1 (with a courtesy foul following the second strike). This still means three (3) balls for walk and two (2) strikes for an out.

- a. If a mistake is discovered after the incorrect batter has completed the turn at bat and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box.
 - o. **Batting Order:** The batting order submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.
 - p. **Re-entry Rule:** All players may re-enter a game, but must do so in the same batting order. There is no limit to the number of times a player can go out and re-enter a game. All re-entries must report in to the scorekeeper of the opposite team.
 - q. **Number of Batters:** All leagues can bat as many players as they would like up to 20, but must have a minimum of eight batters to begin a game without forfeit. (Please see co-ed rules for specifics on odd-number of batters and other batter information). All players must remain in the same numeric position in the batting order for the entire game.
 - r. **Fitness of ground:** The fitness of the ground for a game shall be decided by the softball field supervisor. Once the game has started, the decision to suspend play due to inclement weather rests with the umpire. Hot line for fitness of ground is **720-660-0266**
 - s. **Injury:** If a player is injured and is unable to complete a game, he or she shall be substituted for by another team member. If the team does not have another team member to fill the vacancy when the injured person should bat, they will be skipped in the batting order. The team **will not** be charged an out. However, if a player is ejected from the game, each time that player's spot comes to bat in the batting order, it will be declared an out.
 - t. **Dropped players:** When a team has fewer players than they began with in a game, an out in the batting order will occur in the batter space that has been dropped from the line up.
 - o. **Scoring:** All scoring will be done in accordance with USSSA.
 - p. **Fouls:** An out will be recorded to a player when he/she bats a ball into foul territory on their third strike.
 - q. **Warm up pitches:** Pitchers are permitted three (3) warm-up pitches for the first inning, thereafter the pitcher is permitted only one warm-up pitch between innings, unless a new pitcher is starting the inning, then he/she will be awarded three warm up pitches.
 - r. **Unfenced fields:** Umpires will award bases when a ball drops according to position of ball, fielders and runner's if/when ball leaves the playing area.
 - s. **Adding players:** Players that are on the batting lineup may be added to the bottom of the batting order at any time during the game (i.e., when a player shows up late for a game).
- Exceptions are made to this rule in the co-ed league... please see co-ed rules.**
- t. **Sliding:** Sliding is acceptable in **all leagues, ONLY** provided contact is not intentional. Sliding to "take out" an opposing player or to "break up" a double play is **unacceptable** and may result in the sliding player being called out, and possibly ejected from the game. The umpire's judgment will be the final decision as to how flagrant contact was and what action should be taken. **Contact should be avoided at all times!!**
 - u. **Runner vs. Defensive player: Contact should be avoided at all times!!** When a defensive player has the ball and is waiting for the runner, the burden is always on the base runner to avoid contact with the defensive player. The umpire has the right to:
 - 1. Declare runner out.
 - 2. Issue warnings.

3. Eject player.
 4. Have other runners return to last base touched at time of unintentional contact.
 5. If the act is determined to be flagrant, the offender will be ejected.
- v. **Batters Box:** No digging in at the batters box. Batter will be warned once by the umpire. Further infractions will result in the batter being called out.

VI. CO-ED League Rules

- a. **Teams-** must have at least 8 players to start a game with a minimum of four females. (A team is allowed to play with more females than males.)
- b. **Batting order** must alternate gender for as long as possible. Teams may bat up to one more male than female (5 males/4 females), however, an out must be taken in the spot between any two male batters where a female would have batted. No more than five males may ever play defensively at one time.
- c. When a male batter receives a base on balls or an intentional walk, it is a two-base award. Base runners currently on base will only advance as far as necessary to allow this two-base award. The next female batter will have the option to bat or walk (only with two outs).
- d. Teams may bat as many additional hitters up to 20, provided they do not exceed one more male than female ratio.
- e. There is no restriction to where men and women can play defense as long as there is an equal number of males to females, more females than males, or no more than five males playing at one time. Teams may play five males and four females defensively if they are playing shorthanded.
- f. An 11-inch softball will be used when a female is batting and a 12-inch softball will be used when a male is batting. The third base coach is responsible for keeping both softballs and providing the appropriate softball to the pitcher.
- g. **Outfield Arch Rule:** All outfielders must remain behind the 175' line until the ball is hit. Penalty: If an outfielder crosses the arch, a delayed dead ball shall be signaled. The offense shall have the option of taking the results of the play or awarding batter first base.

VII. Code of Conduct

- A. The captain (designated captain) and/or coach shall be responsible for the conduct of his/her team and is the only designated spokesman to talk to the official.
- B. **Managers, coaches, players or other team members:** SHALL NOT
 - i. Argue balls and strike calls
 - ii. Carelessly throw a bat
 - iii. Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators. NOTE: Use of profane or abusive language or taunting will not be tolerated.
- C. Use of profanity or taunting will not be permitted. Warnings are given to managers at the coin toss/pre-game. If a player uses profane language or is taunting, which is audible to umpires and spectators, the player will be ejected. If any player

after being ejected refuses to leave premise in reasonable time judged by official, the team will receive a forfeit. If the umpire hears profanity or taunting from the dugout, but cannot determine who the guilty party is, the next batter on the offending team is ejected. In this situation the ejected player is not subject to additional one game suspension unless considered extremely flagrant by the field supervisor or umpire. If the ejection results in a team having less than the allotted number of eligible players required to continue the game, then the game will be declared a forfeit.

D. A one game suspension shall be automatic in the following cases (player must sit out the next game in addition to the game the player is ejected from).

1. Being ejected by an umpire. An ejected player must remove himself or herself from the ballpark. If the person does not leave within a reasonable amount of time, the game will be declared a forfeit.

2. Being ejected by the field supervisor or Parks and Recreation Department staff

E. **A one year suspension from participating in any activity sponsored by the City of Edgewater Parks and Recreation Department starting from date of suspension shall be the penalty for the following offenses (including managers, players, and spectators):**

1. Threatening physical harm to an employee of the City of Edgewater, which includes umpires, field supervisors, and official scorekeepers.

2. Physically attacking any person connected with the City of Edgewater softball league. (This includes employees of the City of Edgewater, spectators, managers, softball officials, and players).

3. Two ejections from games during the season for unsportsmanlike behavior.

4. Willful destruction of City of Edgewater property (cost of replacing damaged equipment will be paid by the guilty parties).

5. Unsportsmanlike conduct or actions that caused or could have caused serious injury to another player.

6. Both parties involved in a fight

7. Any player who appears on the field of play under the influence of drugs or alcohol causing disruption or consumes alcoholic beverages directly on the ball field including dugouts.

E. Any player who uses a fake tag will receive an immediate ejection from the game. A warning will not be given.

F. A player will be ejected immediately and charged with an out if he/she flagrantly throws a bat, regardless if it hits a person or not.

G. No player shall refuse to abide by an official's decision. Officials are required to suspend any player violating this rule immediately from further play and report such player to the Athletic Coordinator. Such player shall be suspended for two league games, and placed on probation for the remainder of the season.

H. Striking an official, any other league member, or city employee shall be cause for indefinite termination from the program and termination from any city sponsored activity for a minimum of one full year. If a player wishes to be reinstated to play, he/she must submit a written request to the Athletic Coordinator and Recreation Director. Approval for reinstatement will be evaluated on a case-by-case basis.



- I. Field supervisor and City of Edgewater employees have the authority to suspend players for one week if poor conduct is displayed on the ball fields.
- J. No player shall use unnecessary roughness in the play of a game against an opposing player. Officials are required to suspend a player from the league who violates this rule.
- K. No player shall use abusive language or verbally attack another player, coach, official, or spectator. Doing so will result in the player being suspended for two league games.
- L. There will be no smoking on school property or in the park during Edgewater run programs. (City Ordinance 01-2010 & 11-2013) Teams will be responsible for their fans also. If found smoking a warning will be given and after the warning a forfeit will be given to the team in question .
- M. No bat boys/girls are allowed in the league.
- N. Any player ejected from the game must leave the field, dugout, facility and spectator area. Failure to leave can result in a team forfeit.
- O. Anytime a game gets out of hand, the umpires, field supervisor or any other staff member of Parks and Recreation has the authority to forfeit the game.
- P. Any team having three or more team members (players or coaches) ejected from a game shall be penalized with a forfeit.
- Q. Any player in violation of any three of the above conduct rules will be suspended from league play for duration of one year.
- R. There will be no music being played out at the parks during game time. We are a neighborhood park and we want to respect not only the residents but the opposing team during play. DO NOT bring your portable speakers or music so everyone can hear to the games.

IIX. Ground Rules

1. Any fair ball that bounces over the temporary fence line will be two bases.
2. Any fair ball that flies over the temporary fence line will be a home run.
3. Alcohol will not be allowed in the dugout benches, or on the playing field. If found in dugout benches or playing field a team will automatically forfeit the game and faces possible league expulsion. Alcohol must be consumed in the bleacher area of the park. A player leaving the field must not cause a delay in the game or the player will be an immediate out as well as violation of this rule will result in the immediate expulsion of the player from the game and could also face a 1 year suspension per the code of conduct. If the consumption of alcohol is disrupting the general nature of the game the officials and city staff have the right to eject a player from the playing field, any further conflict after the request could result in player expulsion from league.
4. Glass containers are strictly prohibited anywhere in Citizens Park.

IX. PROTESTS

1. Protests will not be received or considered if they are based solely on a decision involving accuracy of judgment by an umpire.



2. Protests will be received and considered for the following:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule to a given situation.
 - c. Failure to impose the correct penalty for a given violation.
3. The notification of intent to protest must be made immediately before the next pitch. (Exception: Player eligibility).
4. The formal written protest must be filed within 48 hours after the scheduled time of the contest. The formal written protest should contain the following information:
 - a. The date, time and place of the game.
 - b. The names of the umpires and scorers.
 - c. The rule and section of the official rules or Edgewater rules under which the protest is made.
 - d. Conditions surrounding the making of the decision.
 - e. All essential facts involved in the matter protested.
5. There will be a \$25.00 fee required at the time the formal protest is filed. This fee will be refunded only if the protest is found to be valid.